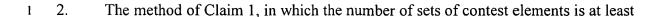
CLAIMS

What is claimed is:

1	1. Method for conducting a game for one or more players, comprising
2	(A) providing plural sets of contest elements for such game in which the contest
3	elements include:
4	(i) a surface area with playing indicia, and in which
5	(ii) each such set includes contest elements of:
6	(a) selected coloring, and
7	(b) selected repetitive playing indicia on such surface area;
8	(B) providing a game controller to distribute contest elements to each player in
. 9	the game;
10	(C) establishing a table of values for combinations of contest elements;
11	(D) distributing, by means of such controller, a selected number of contest
12	elements to each player, with each player receiving the same number of contest elements;
13	(E) enabling each player to evaluate the combination of such received contest
14	elements based on such table of values to elect whether or not to reject one or more
15	contest elements;
16	(F) permitting each player to selectively reject, for return to such controller, from
17	zero to all contest elements obtained in Step (D);
18	(G) distributing additional contest elements, by such controller, to each player
19	corresponding to the number of contest elements, if any, rejected in Step (F); and
20	(H) evaluating the combination of contest elements held by each player against
21	such table of values.



- 2 five.
- 1 3. The method of Claim 2, in which the contest elements comprise, colored balls.
- 1 4. The method of Claim 3, in which such repetitive playing indicia comprise
- 2 representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.
- 1 5. The method of Claim 4, in which the number of contest elements distributed to
- 2 each player, is selected from the group consisting of three, four and five.
- 1 6. The method of Claim 5, further comprising the steps of:
- 2 (I) permitting each player to place a wager at the beginning of the game; and
- 3 (J) paying, by such controller, each player having a winning combination of
- 4 contest elements, as determined by the table of values according to the player's wager.
- 1 7. The method of Claim 5, in which such game controller is selected from the group
- 2 consisting of:
- a) electronic video game machines;
- b) mechanical game machines;
- 5 c) computers;
- d) hand-held mechanical devices; and
- 7 e) hand-held video devices.
- 1 8. The method of Claim 6, in which such game controller is selected from the group
- 2 consisting of:
- a) electronic video game machines;
- b) mechanical game machines;
- 5 c) computers;

6		d) hand-held mechanical devices; and
7		e) hand-held video devices.
1	9.	A device for playing a game according to claim 5 selected from the group
2	consi	sting of:
3		a) electronic video game machines;
4		b) mechanical game machines;
5		c) computers;
6		d) hand-held mechanical devices; and
7		e) hand-held video devices.
1	10.	A device for playing a game according to claim 6 selected from the group
2	consi	sting of:
3		a) electronic video game machines;
4		b) mechanical game machines;
5		c) computers;
6		d) hand-held mechanical devices; and
7		e) hand-held video devices.
1	11.	Method for conducting a wagering game for one or more players, comprising
2		(A) providing five sets of balls for such game in which,
3	each	such set includes ten balls:
4		(i) of unique coloring, selected from the group consisting of
5		(a) black;
6		(b) red;
7		(c) yellow;

8	(d) blue; and
9	(e) green;
10	(ii) having selected repetitive playing indicia on their surface area
11	comprising representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9;
12	(B) providing a game controller;
13	(C) establishing a table of values for combinations of balls;
14	(D) permitting each player to place a wager at the beginning of the game;
15	(E) distributing, by means of such controller, five balls to each player;
16	(F) enabling each player to evaluate the combination of such received balls based
17	on such table of values to elect whether or not to reject one or more balls;
18	(G) permitting each player to selectively reject, for return to such controller, from
19	zero to all balls obtained in Step (E);
20	(H) distributing additional balls, by such controller, to each player corresponding
21	to the number of balls, if any, rejected in Step (G);
22	(I) evaluating the combination of balls held by each player against such table of
23	values; and
24	(J) paying, by such controller, each player having a winning combination of
25	balls, as determined by the table of values according to the player's wager.
1	12. A game according to the method of Claim 1.
1	13. A game according to the method of Claim 5.
1	14. A game according to the method of Claim 6.
1	15. A game according to the method of Claim 11.